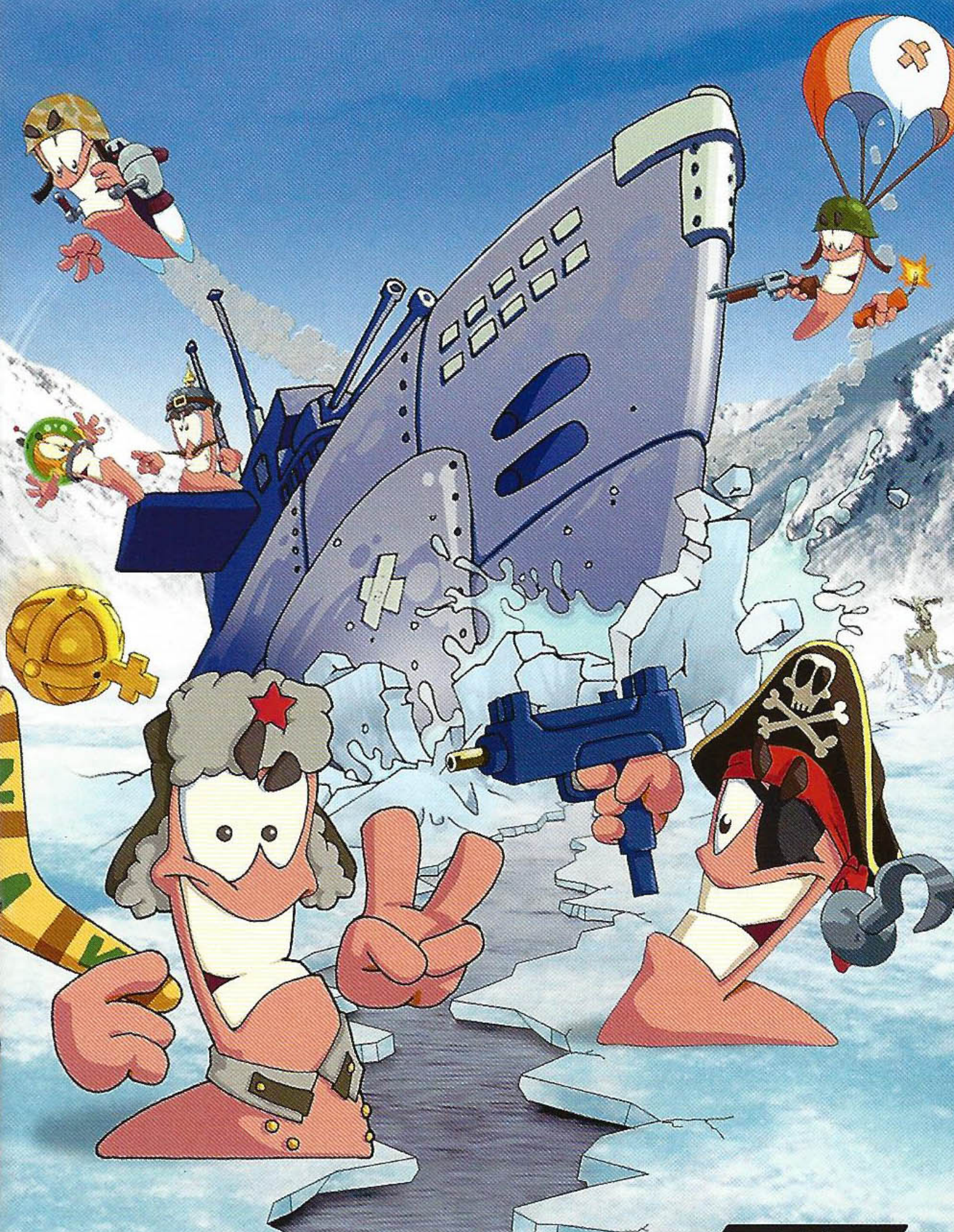


WORMSTM 2

OPEN WARFARE

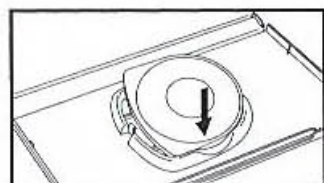


INSTRUCTION BOOKLET

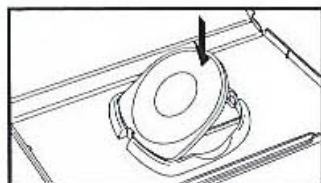
THQ

PRECAUTIONS

This disc contains game software for the PSP® (PlayStation®Portable) system. Never use this disc on any other system, as it could damage it. Read the PSP® system Instruction Manual carefully to ensure correct usage. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use cracked or deformed discs or discs that have been repaired with adhesives as this could lead to malfunction.



Push down one side of the disc as shown and gently pull upwards to remove it. Using excess force to remove the disc may result in damage.



Place the disc as shown, gently pressing downwards until it clicks into place. Storing the disc incorrectly may result in damage.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Avoid playing when tired or suffering from lack of sleep. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: dizziness, altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

PIRACY

The PSP® system and this disc contain technical protection mechanisms designed to prevent the unauthorised reproduction of the copyright works present on the disc. The unauthorised use of registered trademarks or the unauthorised reproduction of copyright works by circumventing these mechanisms or otherwise is prohibited by law.

If you have any information about pirate product or methods used to circumvent our technical protection measures please email anti-piracy@eu.playstation.com or call your local Customer Service number given at the back of this manual.

PAN EUROPEAN GAMES INFORMATION (PEGI) AGE-RATING SYSTEM

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE: it is not a guide to gaming difficulty.

Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:-



The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:-



VIOLENCE



BAD LANGUAGE



FEAR



SEXUAL CONTENT



DRUGS



DISCRIMINATION

For further information visit <http://www.pegi.info>

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SYSTEM SOFTWARE UPDATES

This PSP® (PlayStation®Portable) Game includes System Software update data for the PSP® system. An update will be required if an "update request" message is displayed on-screen at game start-up.

Performing a System Software update

The update data is displayed with the icon shown here on the Home Menu.



By following the on-screen instructions, you can update the System Software of the PSP® system. Before performing the update, check the version number of the update data.

- During an update, do not remove the AC Adaptor.
- During an update, do not turn off the power or remove the PSP®Game.
- Do not cancel the update before completion as this may cause damage to the PSP® system.

Checking that the update was successful

Select "Settings" from the Home Menu, and then select the "System Settings" option. Select "System Information" and if the "System Software" version number displayed on-screen matches the version number of the update data, then the update was successful.

For details on System Software updates for the PSP® system, refer to the following website: yourpsp.com

PARENTAL CONTROL

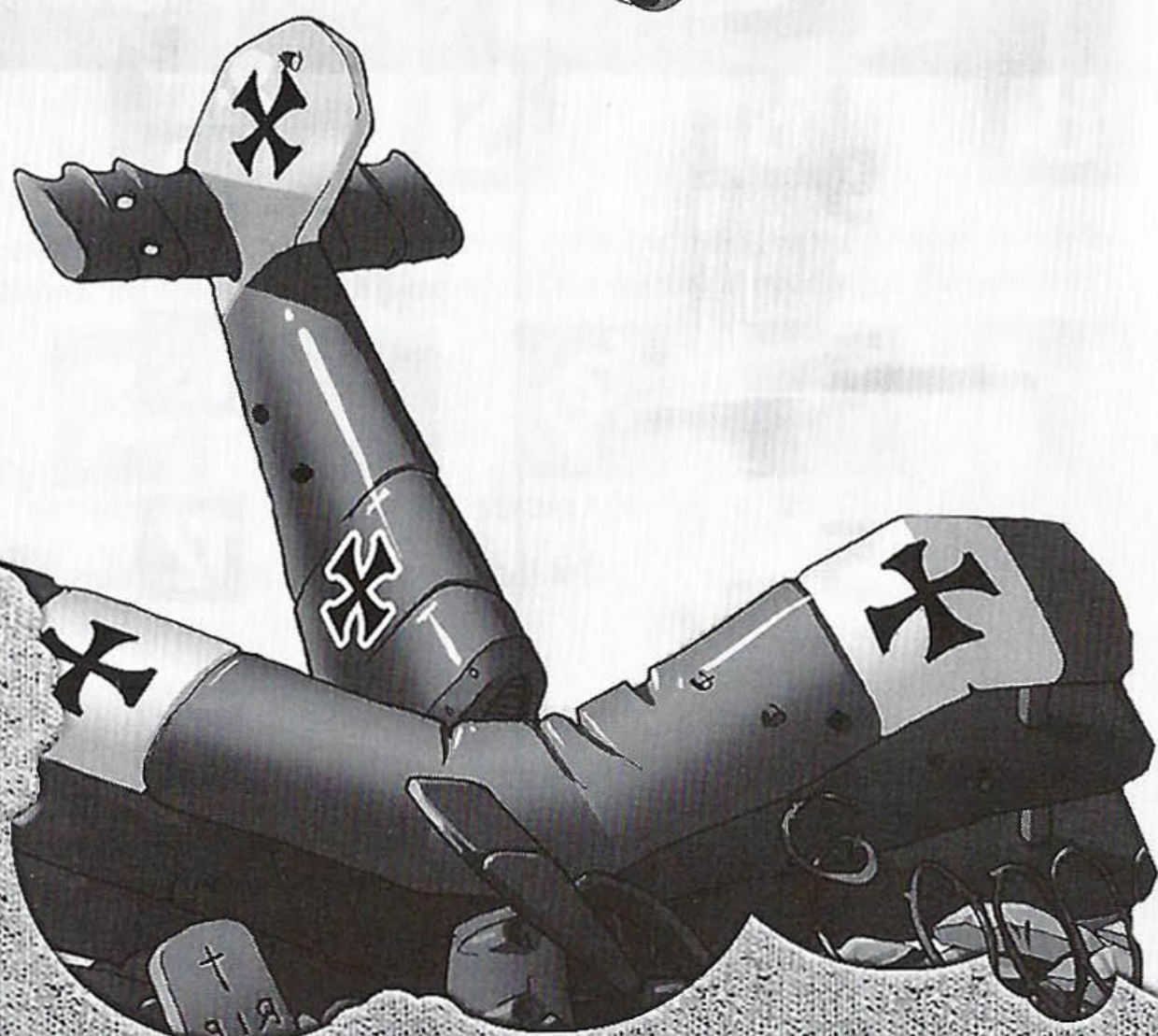
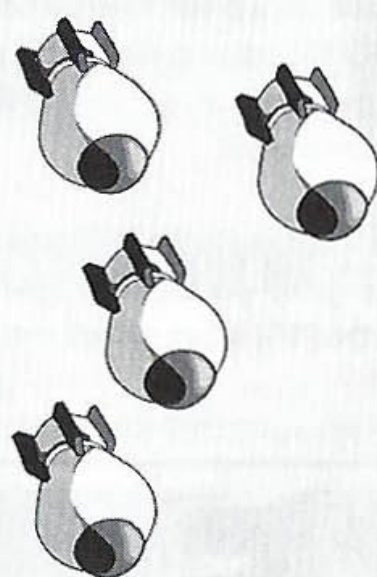
This PSP®Game software has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PSP® system to restrict the playback of a PSP®Game with a Parental Control Level that is higher than the level set on the PSP® system. For more information, please refer to the PSP® system Instruction Manual.

This game is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the game package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

PARENTAL CONTROL LEVEL	PEGI RATING AGE GROUP
9	18+
7	16+
5	12+
3	7+
2	3+

OVERVIEW

Worms™: Open Warfare 2 is a turn-based strategy game where teams battle it out over randomly generated landscapes from across the ages. Each team takes it in turn to pick off the opposing worm teams using crazy weapons, crafty tactics and whatever else they can lay their hands on along the way. Worms die when they lose all of their health or if they drown. The last team standing when the dust settles is the winner. Watch out for new features when battling, such as Electro Magnets, Sentry Guns and even special unique events for all themes!



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GETTING STARTED

Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the PSP® system. Turn the system on. The power indicator lights up in green and the Home Menu is displayed. Press the **OPEN** latch to open the disc cover. **INSERT** the Worms™: Open Warfare 2 disc with the label facing away from the PSP® system, slide until fully inserted and close the disc cover. From the PSP® system's Home Menu, select the **PS** Icon and then the **CD** Icon. A thumbnail for the software is displayed. Select the thumbnail and press the **X** button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a PSP® Game while it is playing.

LANGUAGE SELECTION

To set the language you wish the game text to be displayed in, you must select a language using the PSP® system's "System Language" option. The option is found within the "System Settings" menu of the Home Menu, underneath "Settings". The game supports English, French, Italian, Spanish and German languages. If you choose any other language, the game text will default to English language settings.

MEMORY STICK DUO™

Warning! Keep Memory Stick Duo™ media out of reach of small children, as the media could be swallowed by accident. To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of your PSP® system. You can load saved game data from the Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved games.

NOTE: Please ensure there is sufficient free space on your Memory Stick Duo™ before commencing play.

This title uses an autosave feature. When an image of a Memory Stick Duo™ is displayed on-screen do not remove the Memory Stick Duo™ or reset/switch off the system. Insertion of a Memory Stick Duo™ after boot up may result in game data being overwritten.

WIRELESS (WLAN) FEATURES

Software titles that support Wireless (WLAN) functionality allow the user to communicate with other PSP® systems, download data and compete against other users via connection to a Wireless Local Area Network (WLAN).

Worms™: Open Warfare 2 supports Ad Hoc, Game Sharing and Infrastructure modes.



AD HOC MODE

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP® systems to communicate directly with each other.



GAME SHARING

Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP® Game in their PSP® system.

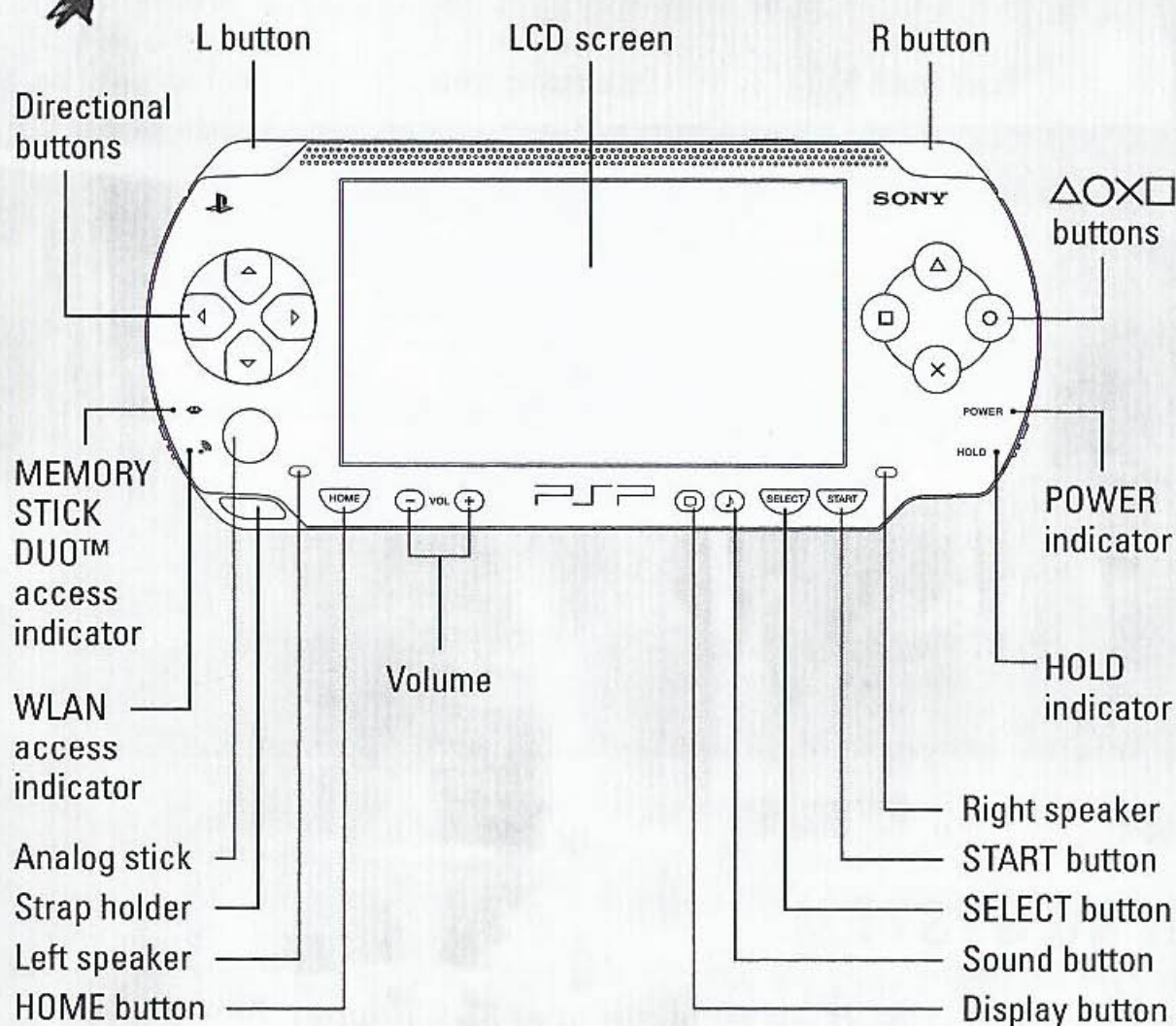


INFRASTRUCTURE MODE

Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP® system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC. For further information and setting up details, please refer to the PSP® system Instruction Manual.



CONTROLS



L button:Zoom in

R button:Zoom out

Δ button:Fuse setting / Strike Direction / Magnet Setting

□ button:Jump/back-flip

○ button:Open & close Weapons Panel

× button:Fire/power (held)

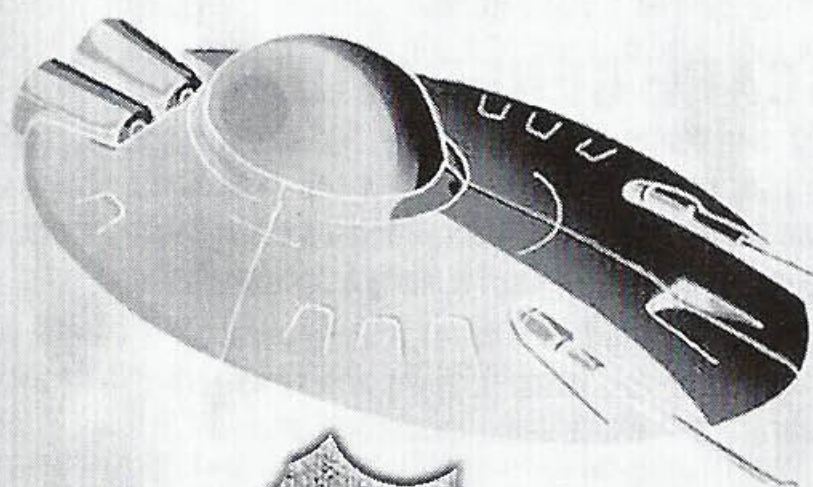
START button:Pause game / Access Community Menu (when online)

SELECT button:Toggle worm name display

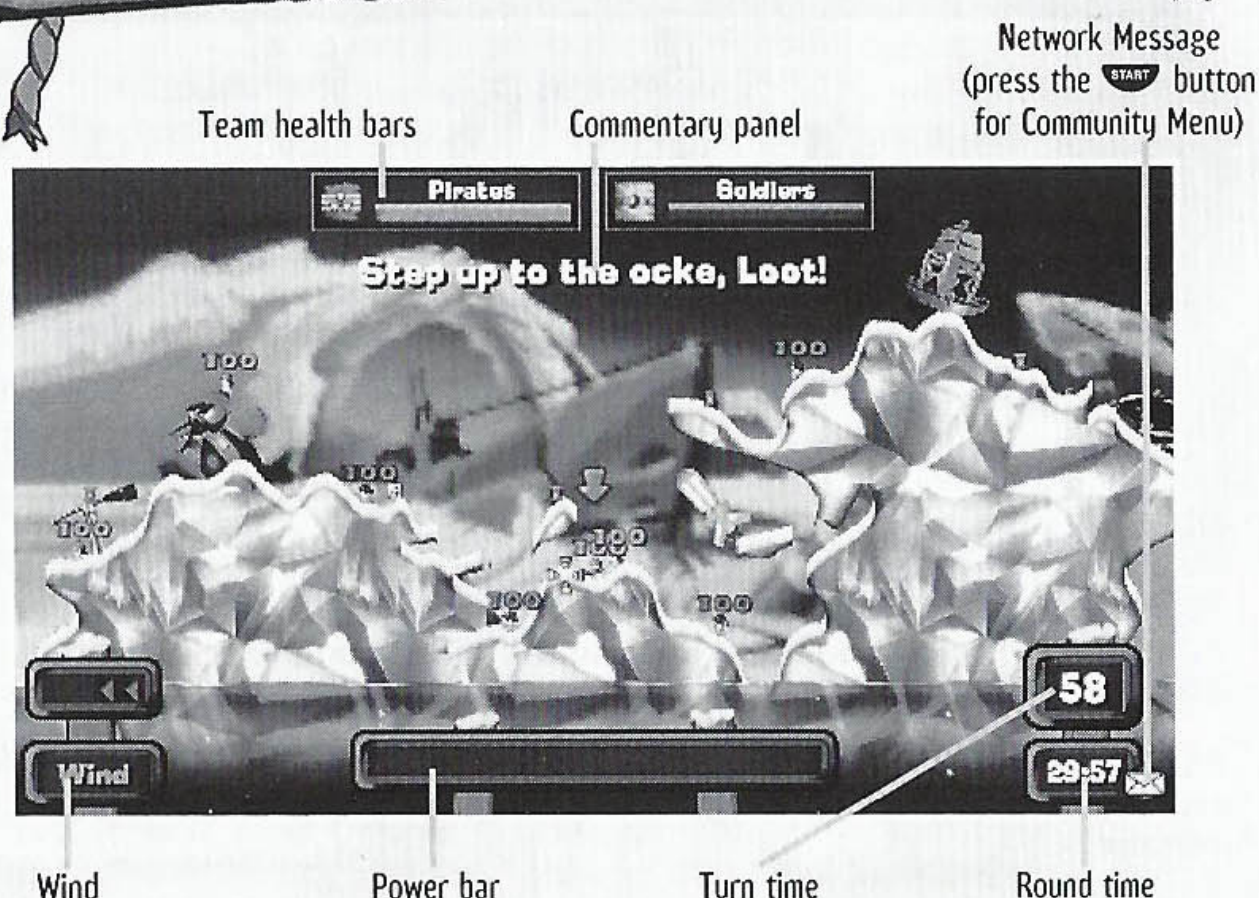
Directional buttons:(↑ & ↓) Adjust Trajectory

Directional buttons:(← & →) Move worm

Analog stick:Move camera



ON SCREEN INFORMATION



MENU SYSTEM

Navigate the menus using the directional buttons to move the highlighter. Press **X** button to select and **O** button to go back.

QUICK GAME

Enables you to start a 1 player game against a computer controlled AI team using a default scheme setting.

CUSTOM GAME

This menu allows you to create traditional multiplayer games. Multiplayer games can consist of 2-4 teams, any of which can be a computer controlled team with different difficulty settings. A scheme can also be chosen which determines weapons sets and game settings; such as the amount of turn time, etc.

Multiplayer games (including Wireless local ad hoc and Wireless infrastructure mode) allow you to play new game modes such as Forts and Race.

Fort mode is a game type where players can select a Fort of their choice, onto which their worms are placed. The chosen Forts appear on each side of the landscape. It is only possible for two Forts to be used in this game type, so an alliance will need to be formed if more than two teams join in. The winner of a Fort mode game is the last team (or allied teams) standing. The Race game is exactly what it sounds like; a race. Players' worms will be placed on a landscape in which the objective is to reach an exit point placed on the map. The player who gets their worm to the exit point in the fastest time by jumping, roping or even flying, will be the winner. Up to four players can take part in a Race game.

LANDSCAPE GENERATION

When at least two teams have been selected and a game started, you can choose a landscape to play on. Here you can select the theme, the shape of the landscape, enter you own landscape seed, select landscapes unlocked from the shop, or load and save landscapes from/to the Memory Stick Duo™.

Note: Whenever a random landscape is generated, a unique seed number is created. By noting this number down and re-entering it at a later date, you are able to generate the exact same landscape again.

SINGLE PLAYER

Here you can play the single player modes: Puzzle, Campaign, Time Attack and Training.

PUZZLE

This option allows you to play through the Puzzle mode. You can select the current puzzle (and all previously unlocked puzzles), select a team and start the game. The objective may be to kill all enemy worms, collect crates, or reach an exit. With Puzzles it's all about brains, not brawn!

CAMPAIGN

This option allows you to play through the Campaign mode. In this mode you will be charged with tackling teams of enemy worms in scenarios from different ages of warfare. You can select the current mission (and all previously unlocked missions), select a team and start the game. The objective will always be to kill all enemy worms.

TIME ATTACK

This option allows you to play through the Time Attack mode. You can select the current Time Attacks (and all previously unlocked Time Attacks), select a team and start the game. The objective in a Time Attack level is to reach the exit point. Note that Time Attack mode is locked when you first play the game.

TRAINING

This menu allows you to select between three Tutorials or a Firing Range, select a team and start the game. Go here if you want to hone your skills and test your strategies.

WIRELESS

MULTIPLAYER

This menu allows you to connect to the online infrastructure service (known as WormNet), host and join games online, or host and join local ad hoc games.

AD HOC

The ad hoc (local) menu allows you to either Host a game or Find (join) an existing one. Hosting a game allows you to choose a Deathmatch, Fort or Rope Race game.

INFRASTRUCTURE

The infrastructure (online) menu allows you to connect to WormNet where you can Host a game, Find a game, View the Leader Boards, View the Daily Awards and access any Downloads. To connect to WormNet, you will need to have access to a wireless broadband internet connection.

COMMUNITY MENU

The Community Menu can be accessed from anywhere in the game by pressing the START button. This menu enables you to view a list of players you've recently played against online, send Buddy invites to players, Block players, start an online Clan, view messages you've received from other players, or send messages of your own. You must be logged on to WormNet to access the Community Menu features: if you are not connected to WormNet, these options will be greyed out.



COMMUNITY MENU ICONS

There are several icons that can appear during game play when connected to Infrastructure mode. Here is a quick guide to what they all mean.



«BUDDY INVITE RECV»

Another player has sent you an invitation to become their Buddy.



«BUDDY INVITE SENT»

You have sent a Buddy invitation to another player.



«BUDDY IS ONLINE»

Denotes Buddies in your Buddy list who are currently connected to WormNet.



«BUDDY IS OFFLINE»

Denotes all Buddies in your Buddy list who are currently not connected to WormNet.



«BLOCKED»

Denotes any player that you have currently blocked in your Block list.



«CLAN INVITE RECV»

Another player has sent you an invitation to join their Clan.



«CLAN INVITE SENT»

You have sent an invitation to another player to join your Clan.



«MEMBER OF SAME CLAN»

Denotes all players in your Clan and Buddy lists who are in the same clan as you.



«MATCH INVITE RECV»

Another player has sent you an invitation to join their game.



«MATCH INVITE SENT»

You have sent an invitation to another player to play a match against you.



«MESSAGE WAITING»

Denotes you have received a message from another player. You can check and delete all messages you receive from the Community Menu.



«READY»

Denotes that a player has signalled that they are ready to start a match.



KNOW YOUR WEAPON

WEAPONS PANEL

The weapons panel allows you to choose a weapon for the active worm to use. Press the  button to display the weapon panel and use the directional buttons to highlight the weapon required, then press the  button to select it. The amount of ammo and the delay (how long before the weapon becomes available for use) are displayed at the top of the weapons panel.

POWER BAR / TRAJECTORY CROSSHAIR

Once a weapon is selected, use the up button and the down button to aim the crosshair, then press the  button to fire. With powered weapons such as the Bazooka and Grenade, the longer you hold down the  button, the further the shot will travel.



BAZOOKA

A versatile weapon affected by wind. It explodes on contact. 45 damage max



HOMING MISSILE

This missile zeros in on the target area set by the player before firing. 45 damage max



BOOMERANG

Throw the weapon then press the  button again to attempt to retrieve it. It does no damage; it pushes the worm instead. Also collects any crate that it comes into contact with.

GRENADE

Not affected by wind but has a fuse that can be adjusted by pressing the  button. 45 damage max



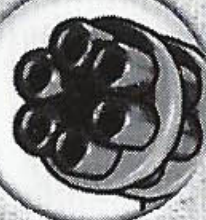
CLUSTER BOMB

Just like the Grenade but releases bomblets when it explodes. 15 per bomblet (5 bomblets max)



SENTRY GUN

After placing the Sentry Gun, it will attempt to shoot any enemy worms that stray within its range. 50 damage max



BANANA BOMB

Besides the fruit of doom exploding with intensity, it also showers the area with banana bomblets. 65 per bomblet (5 bomblets max)



ELECTRO MAGNET

Electro Magnets have two states; they can be set to attract or repel metallic projectile weapons. Use the  button to select its state.

HOLY HAND GRENADE

This sacred weapon explodes only when it comes to rest. 75 damage max



MINE

Proximity Mines that detonate if a worm stands too close and trigger the fuse. 45 damage max



PROD

Very cheeky! Use to prod worms into mines or into the water. (No damage. Just push!)





SHEEP

Once dropped, the Sheep will stubbornly head in the direction released. He'll even try to jump over obstacles until getting bored, at which point it'll turn around or detonate. You can manually detonate him yourself by pressing the **X** button a second time.
65 damage max



DYNAMITE

Great for eliminating groups of worms. Make sure you can get away after dropping it!
65 damage max

SUPER SHEEP

The amazing flying Super Sheep! Release like a regular Sheep, then press the **X** button again to launch it into the air. Use the directional buttons to control the Super Sheep once launched, then crash him into the ground to detonate him. Pressing the **X** button while in the air will take away his flying powers.
65 damage max



BUFFALO OF LIES

Once released, any object or worm that gets in the way will cause an explosion. The Buffalo of Lies then bounces back a little and tries to continue on its way once more. (After hitting six times it gives up and detonates).
25 damage per hit

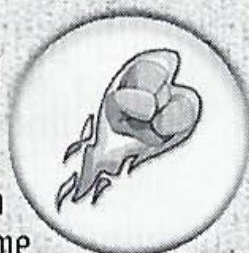


DRAGONBALL

The Dragonball blasts your enemy a short distance. Useful for knocking them into mines.
30 damage max

FIREPUNCH

Using the Firepunch knocks your victim up in the air, with some damage to boot.
30 damage max



BLOWTORCH

The Blowtorch is ideal for digging yourself in for a long fight. It can have its direction adjusted while in use. You can also stop digging at any time by pressing the **X** button again.
50 damage max

KAMIKAZE

There is honor in death. The Kamikaze sends your worm shooting in a straight line through the landscape and towards its target, damaging everything in its path.
30 damage max



PNEUMATIC DRILL

Drills directly downwards until it runs out of power, or until you press the **X** button again. Great for leaps of faith.
50 damage max

GIRDER

Places a Girder on the landscape. The girder can be positioned with the directional buttons, rotated with the **Y** button and fixed into position by pressing the **X** Button.





JETPACK

Use the directional buttons to control vertical and rear thrusters as your worm takes to the skies. Pressing the  button mid-flight will disengage thrusters. Use weapons from the air: press the  button to activate.



PARACHUTE

Press the  button to open the parachute. Make sure you take notice of which way the wind is blowing first!



TELEPORT

Select a location using the directional buttons, and then press the  button to teleport you worm to the selected location.



SHOTGUN

Perhaps the best thing about the Shotgun is that you get two shots and can adjust your aim in-between. Don't forget! 25 max per shot



NINJA ROPE

Press the  button to launch the Ninja Rope and use the left button and right button to swing on the Ninja Rope. Use the up button and down button to shorten and lengthen the rope and press the  button again to disconnect your worm. In mid-swing you can also reattach the Ninja Rope by pressing the  button again.



UZI

Sprays the target with bullets. Your aim can be adjusted while you fire by pressing the up button or down button. 60 damage max



AIR STRIKE

Move the target crosshair using the directional buttons, and then press the  button to mark the spot where the strike is desired. If you wish to abandon the strike without launching it, simply select another weapon from the weapons panel. You can also change the direction of the strike by pressing the  button. 70 damage max



BUNKER BUSTER

The Bunker Buster is a strike weapon. Use the directional buttons to mark the strike target and press the  button to call the strike. The missile drops directly downwards in a straight line, wiping out any landscape it comes in contact with before exploding. Great for digging out Darksiders. 20 max damage



SURRENDER

When everything seems lost and there's no point in going on, use this to end it all. Select it from the weapons panel, then press the  button to wave the white flag.



SKIP GO

Pressing the  button causes your worm to skip its go.



CONCRETE DONKEY

Select the target area using the directional buttons, stand well back and then press the  button to call in the Concrete Donkey. 80 damage per hit



LIGHTNING STRIKE

The Lightning Strike is activated like an Airstrike. It can be used to resurrect dead worms from their gravestones and can give live worms a shocking 30 health back. It also changes the allegiance of Sentry Guns and can be used to recharge Electro Magnets. Restores 30 health points



CUSTOMISE

The customise menu allows you to Manage Teams or Schemes and edit Landscapes.

MANAGE TEAMS

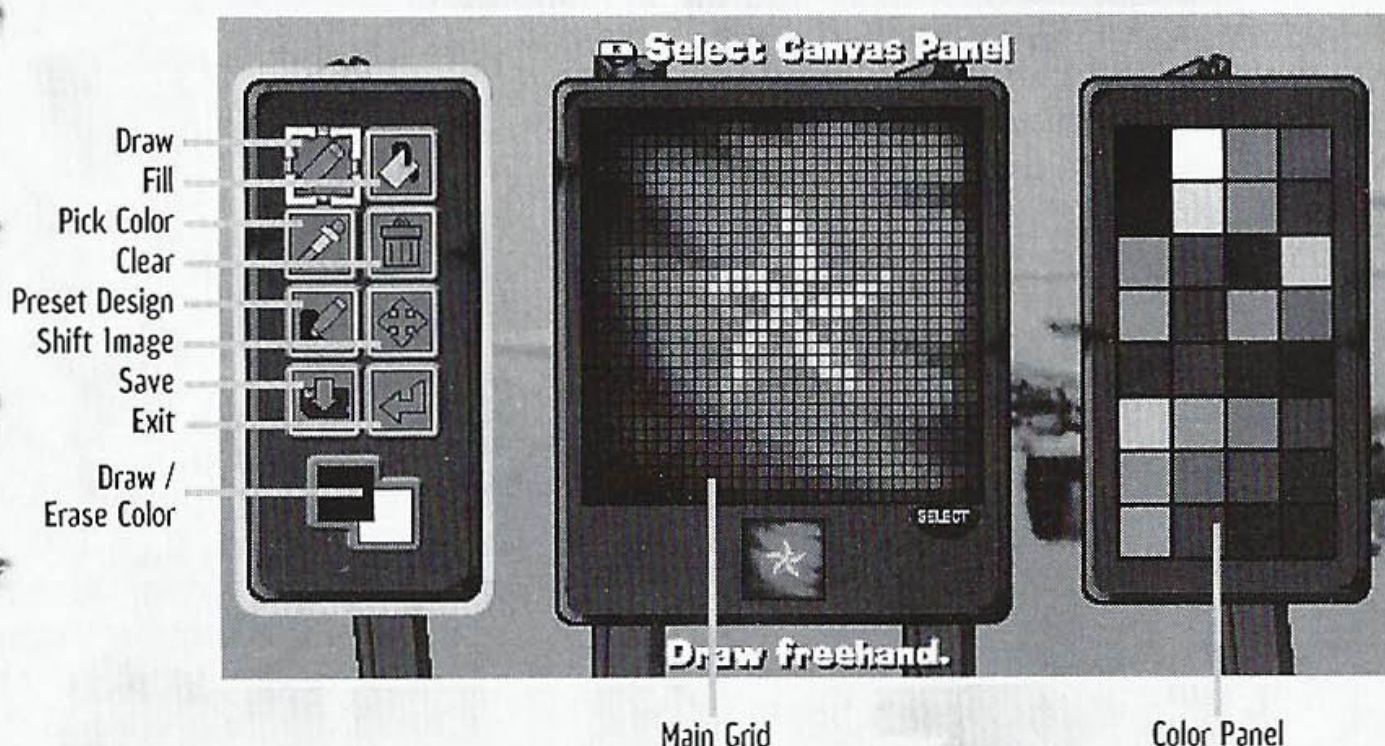
Manage Teams allows you to change team settings, from how the worms look to how they sound.

After choosing to edit or create a team, you have the option of editing the team setup, the team appearance and team / worm names, you can even edit your team's flag (see section FLAG EDITOR for details). Use the **R** button and **L** button to cycle through the tabs.

Once you've edited your team, use the Save and Exit option to return to the previous menu.

FLAG EDITOR

The flag editor allows you to create your own flag designs.



MANAGE SCHEMES

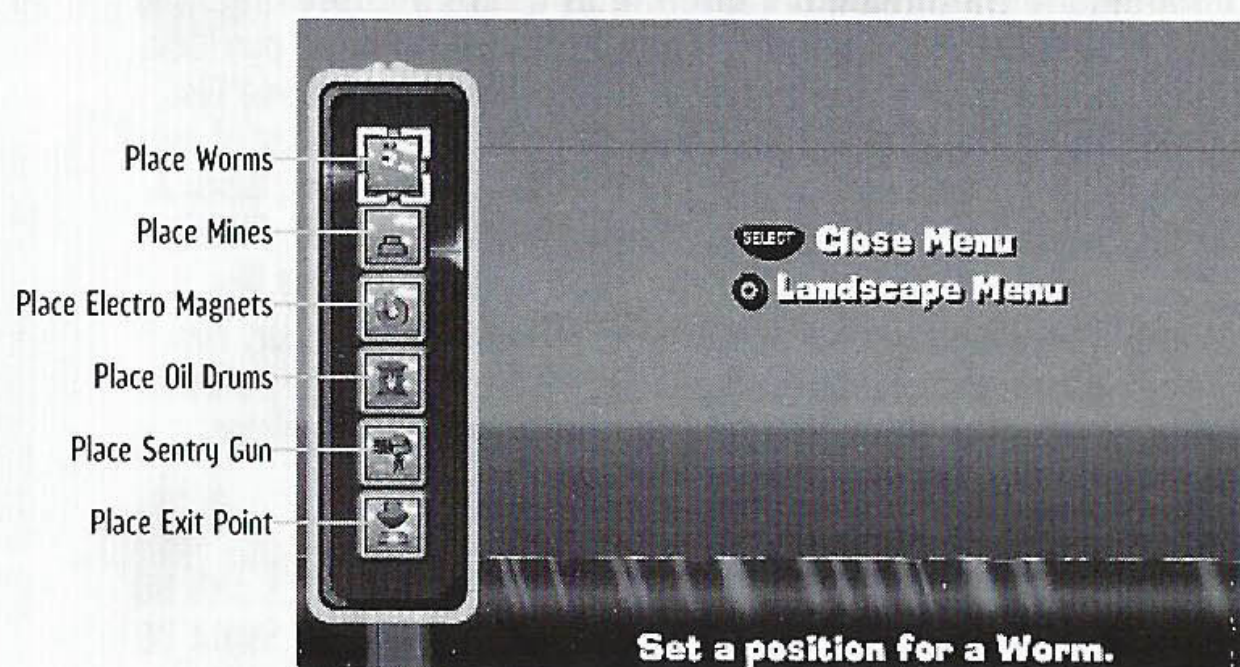
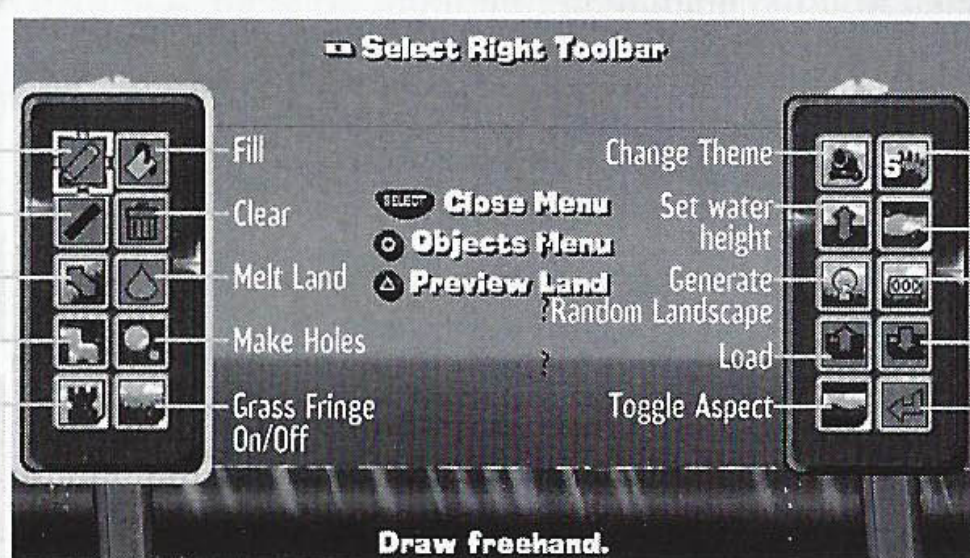
Schemes are basically a set of game rules, all of which can be customised so that you can create a game of your choice. Manage Schemes allows you to create or change Scheme settings, from how long a turn lasts to how many bazookas the worms start with.

After choosing to edit or create a scheme, you have the option of editing the Game Options, Landscape Options, Random Objects and Weapon Options. Use the **R** button and **L** button to cycle through the tabs.

Once you've edited your scheme use the save and exit option to return to the previous menu.

LANDSCAPE EDITOR

The Landscape Editor allows players to create their own landscapes on which to play. The editor has 3 states: The Landscape Tools Menu, the Objects Menu and the Canvas Screen.



SHOP

The Shop allows you to unlock extra features by spending your credits. Credits are earned by completing missions in the Single Player game modes. After entering the Shop, you have four sections to buy unlockable items from: Weapons, Missions, Customisation and Landscapes. Use the **R** button and **L** button to cycle through the tabs. The items available to unlock are displayed in a list, including the price of the item and whether or not the item has already been purchased.

PROFILE

The profile menu allows you to view all local user profiles held on the Memory Stick Duo™. From this menu you are able to edit, switch, create and delete profiles, as well as view medals in your Medal Cabinet.

OPTIONS

The Audio, Help, Movie and Game Sharing options can all be accessed and viewed here. If you get stuck or you want to find out more information about the game, be sure to check the Help menu. Selecting the Game Sharing option will enable you to transfer a limited Single Player demo of the game to another PSP® system.



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